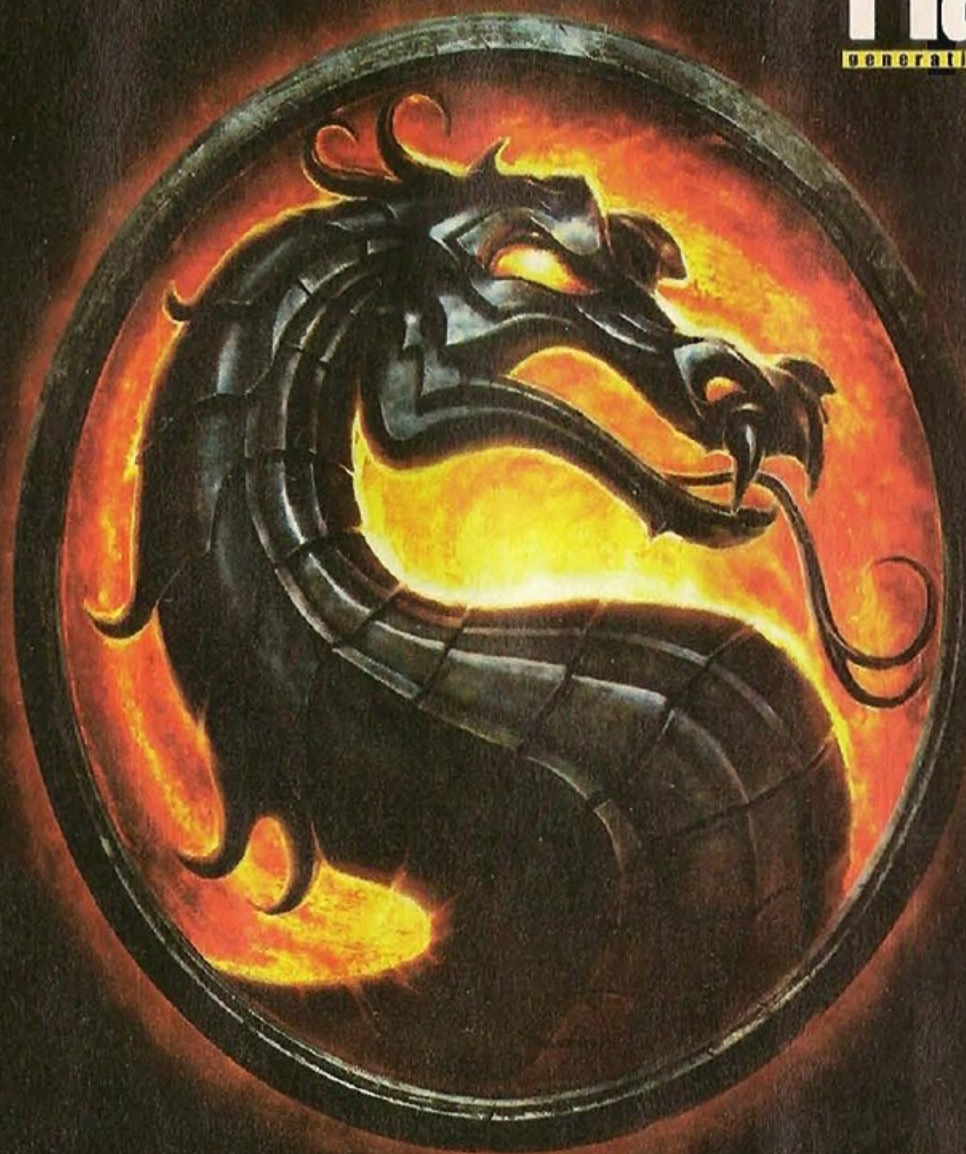


GUIDE COMPLETE PER I MIGLIORI GIOCHI PS3

Play
generation



MORTAL KOMBAT™

TUTTI GLI ATTACCHI • LA KRIPTA • I TRUCCHI

- ✖: Front Kick (Calcio frontale)
- : Front Punch (Pugno frontale)
- ▲: Back Punch
(Pugno posteriore)
- : Back Kick (Calcio posteriore)

L1: Tag

L2: Cambio di guardia

R1: Proiezione

R2: Parata

RE DELLA COLLINA (ONLINE)

▲: Invita amici

■: Mostra nomi avatar

Select: Attiva teatro

/schermo intero

●: Esci da Re della collina



IL RE DEL GORE

Diciamo la verità: quello che ci è sempre piaciuto della serie *Mortal Kombat* è la sua violenza estrema, e di sicuro questo nuovo capitolo della saga **non difetta, quanto a sangue e budella**. Tutt'altro. A parte le centinaia di combattimenti e la modalità storia lunghissima, ci saranno così tanti personaggi che non ti sarà facile scegliere il tuo preferito. Ora, prima di iniziare, ricorda che il gioco non è adatto a minori, a deboli di stomaco e a coloro che stanno per mangiare pasta al sugo...

FATALITY

Le Fatality sono il vero marchio di fabbrica della serie *Mortal Kombat*, e **si eseguono quando appare il messaggio "Finish him!"**; occorre però trovarsi nella posizione giusta ed eseguire la corretta combinazione di tasti. Ogni combattente ha la propria fatality, ma per ciascuno di essi se ne possono sbloccare una o due in più... senza contare la Stage Fatality e la Babality. Tutte le mosse extra **dovranno essere sbloccate ottenendo determinate vittorie, comprandole nella Krypta** o, se non puoi proprio aspetta-

re, inserendo le password che troverai elencate nelle prossime pagine di questa guida. Naturalmente, se hai bisogno di fare pratica, **c'è un tutorial apposito tutto per le fatality. Cosa avremmo dato per avere qualcosa del genere all'epoca della sala giochi...**

STAGE FATALITY

Le Stage Fatality possono essere eseguite solamente in determinati scenari, ossia:

- **Inferno**
- **Metropolitana**
- **Pozza mortale**
- **Foresta vivente**
- **Cortile (giorno/notte)**
- **Strada**
- **La sala della Fiamma**

Quando un nemico è KO, posizionati nel punto giusto ed esegui la combinazione appropriata al personaggio che guidi.

BABALITY

Un omaggio ai veterani della saga, le babality comparvero per la prima volta in *Mortal Kombat II* e ora ritornano in *Mortal Kombat*. Tecnicamente si eseguono come le fatality ma, invece di eliminare il tuo avversario, lo umili trasformandolo in un delizioso, paciocco-
so neonato.

X-RAY

Se ti sei mai chiesto come appare un osso fratturato, **MK** ti offre l'occasione di vederlo.

Per eseguire queste terrificanti mosse, devi riempire la barra di energia e poi premere **L2 + R2**. La modalità di esecuzione vale per tutti i personaggi e può essere effettuata in qualunque momento.

ATTACCHI NORMALI

Sebbene ogni personaggio abbia le proprie combo e i propri attacchi, ci sono alcune **mosse comuni a tutti i personaggi**. Le elenchiamo qui di seguito.

ATTACCHI BASE

- **Front/Back Punch:** ■/▲
- **Front/Back Kick:** ✕/●
- **Uppercut:** ↓ + ▲

- **Throw (Away):** R1
- **Throw (Towards):** ➔ + R1

TAG SPECIALI

- **Tag Out:** L1
- **Tag Attacks:** ↓, ➔ + L1
- **Tag Assist:** ↓, ← + L1

ATTACCHI X-RAY

- (con tre barre di energia)
- **Tasti:** L2 + R2

KODICI MORTALI!

In modalità Versus potrai attivare una serie di codici che renderanno più divertenti i combattimenti. Attivali dopo aver scelto il personaggio, prima di iniziare il combattimento: tutti i codici sono composti da due coppie di tre cifre, che rappresentano ■, ▲ e ● (in questo ordine). Le prime tre cifre sono per il primo giocatore e le altre tre per il secondo. Durante il caricamento, entrambi i giocatori dovranno premere i tasti indicati. Per esempio, per il codice Senza Teste 808-808, dovrai premere 8 volte ■, 0 volte ▲ e 8 volte ● e lo stesso dovrà fare il secondo giocatore.

- **Kombattimento senza braccia:** 911-911
- **Niente parate:** 020-020

- **Fratture disattivate:** 090-090
- **Doppio Scatto:** 391-193
- **Kombattimento oscuro:** 022-022
- **Kombattimento Onirico:** 222-555
- **Mosse avanzate disattivate:** 051-150
- **Kombattimento esplosivo:** 227-227
- **Proiezioni disattivate:** 001-001
- **Senza teste:** 808-808
- **Rigenerazione dell'energia:** 012-012
- **HiperKombattimento:** 091-09-
- **Kombattimento invisibile:** 770-770
- **Niente salti:** 831-831
- **Niente kombo:** 931-931
- **Niente sangue:** 900-900
- **Barre di energia disattiva-**

- te:** 404-404
- **Kombattimento Psycho:** 707-707
- **Uppercut a recupero rapido:** 303-303
- **Kombattimento Arcobaleno:** 234-234
- **Potere:** 044-440
- **Niente musica:** 300-300
- **Mosse speciali disattivate:** 731-731
- **Super recupero:** 123-123
- **Parate disattivate:** 100-100
- **In aria:** 010-010
- **Modalità torneo:** 111-111
- **Barra di energia illimitata:** 466-466
- **Kombattimento vampiro:** 424-424
- **X-Ray disattivate:** 242-242
- **Kombattimento zombie:** 666-666

KRIPTA

Per aprire gli scrigni della Kripta, dovrai utilizzare i gettoni che ottieni durante i vari combattimenti. Sappi che, per poter sbloccare tutto, dovrai guadagnare qualcosa come 300.000 gettoni...

La Kripta è composta da 5 zone e, nell'ultima, la

Nekropoli, troverai le bozze, le musiche e altre cose altrettanto carine, anche se poco pratiche. Dato che sicuramente non vorrai perdere tempo, dai pure un'occhiata alle tabelle per saper come ottenere quello che desideri.

TERRE MORTE (121 Tombe e 1 Segreto)

TOMBA	PREZZO	RICOMPENSA
DL-5	1140	2° Fatality di Jade
DL-7	1160	2° Vestito di Reptile
DL-15	1200	2° Vestito di Johnny Cage
DL-21	920	2° Fatality di Ermac
DL-28	1200	2° Vestito di Sheeva
DL-37	1040	2° Fatality di Kabal
DL-40	1080	2° Vestito di Baraka
DL-47	1100	2° Vestito di Sektor
DL-56	800	2° Vestito di Stryker
DL-63	1500	2° Vestito di Quan Chi
DL-69	200	2° Vestito di Kitana

TERRE MORTE (121 Tombe e 1 Segreto)

TOMBA	PREZZO	RICOMPENSA
DL-79	1300	2° Fatality di Johnny Cage
DL-88	1200	2° Vestito di Kabal
DL-92	1040	2° Fatality di Jax
DL-101	920	Vestito alternativo di Shang Tsung.
DL-110	1060	Vestito alternativo di Nightwolf.
DL-119	1500	Vestito alternativo di Scorpion.
DL-120	1020	2° Fatality di Cyrax.

SEGRETO 1

- Ubicazione: Terre morte
- Monete: 5000

Avvicinati al mausoleo che si vede appena entri nell'area. Vai a sinistra e vedrai una zona d'erba con degli insetti verdi brillanti: stacci qualche secondo e avrai lo scrigno segreto.

CONCA INFESTATA (40 Oggetti e 1 Segreto)

OGGETTO	PREZZO	RICOMPENSA
HI-4	920	2° Fatality di Baraka
HI-8	980	2° Vestito di Liu Kang
HI-12	1080	2° Fatality di Shang Tsung
HI-18	1100	2° Fatality di Kano
HI-22	800	2° Vestito di Sonya
HI-28	1180	2° Fatality di Liu Kang
HI-33	1140	2° Vestito di Mileena

CONCA INFESTATA (40 Oggetti e 1 Segreto)

OGGETTO	PREZZO	RICOMPENSA
HI-39	1340	2° Fatality di Quan Chi

SEGRETO 2

- Ubicazione: Conca infestata
- Monete: 5000

Dalle Terre morte, dirigi verso la muraglia a sinistra, entra nella Conca infestata e vicino il cadavere 15, tra quelli impiccati vicino alla muraglia. Posizionati di fronte al gargoyle che c'è di fronte a lui, aspetta qualche secondo e apparirà lo scrigno segreto.

PALUDE DI SANGUE (83 Oggetti e 1 Segreto)

OGGETTO	PREZZO	RICOMPENSA
BM-2	920	2° Fatality di Mileena.
BM-5	1040	2° Vestito di Noob.
BM-8	1100	2° Fatality di Noob.
BM-14	1220	2° Fatality di Raiden.
BM-19	1200	2° Vestito di Sindel.
BM-23	980	2° Fatality di Kitana.
BM-26	900	2° Fatality di Smoke.
BM-35	1300	2° Fatality di Sonya.
BM-38	1200	2° Vestito di Kung Lao.
BM-44	1300	2° Fatality di Sindel.
BM-50	1000	2° Vestito di Jade.

PALUDE DI SANGUE (83 Oggetti e 1 Segreto)

OGGETTO	PREZZO	RICOMPENSA
BM-57	900	2° Fatality di Stryker.
BM-63	1450	2° Fatality di Cyber Sub-Zero.
BM-68	1200	2° Vestito di Ermac.
BM-72	920	2° Fatality di Scorpion.
BM-82	960	2° Vestito di Smoke.

SEGRETO 3**Ubicazione:** Palude di sangue**•Monete:** 5000

Dirigi a destra della Nekropoli fino alla Palude di sangue e Vicino il cadavere 79, che fluttua nel fiume di sangue, vicino a una roccia nei pressi della muraglia. Avvicinati al muro e aspetta qualche secondo vicino al gargoyle fino a che non apparirà lo scrigno.

DISTESE DELL'ANGOSCIA (55 Oggetti e 1 Segreto)

OGGETTO	PREZZO	RICOMPENSA
MD-2	1260	2° Fatality di Nightwolf.
MD-6	1200	2° Vestito di Cyrax.
MD-11	1280	2° Fatality di Sektor.
MD-14	940	2° Vestito di Raiden.
MD-21	1300	2° Fatality di Sheeva.
MD-25	1200	2° Vestito di Kano.
MD-31	960	2° Fatality di Kung Lao.
MD-36	1200	2° Vestito di Jax.

DISTESE DELL'ANGOSCIA (55 Oggetti e 1 Segreto)

OGGETTO	PREZZO	RICOMPENSA
MD-42	1280	2° Fatality di Reptile.
MD-51	1140	2° Fatality di Sub-Zero.
MD-54	1000	2° costume di Sub-Zero.

SEGRETO 4**Ubicazione:** Distese dell'angoscia**•Monete:** 5000

Proprio di fronte all'entrata della Nekropoli vedrai una ghiottina (la 48): sulla destra, un po' più avanti, vedrai un'altra zona di terra infestata da insetti verde brillante. Rimanendo su di loro per qualche secondo, otterrai l'ultimo scrigno segreto.

LA TORRE DELLE SFIDE

La Torre delle Sfide è composta da 300 prove che, una volta superate, ti frutteranno monete da spendere nella Kripta. Le sfide sono variegate: combattimenti di addestramento che richiedono l'uso di de-

terminate mosse, prove di forza e di abilità e così via. In tutti i casi, dovessi trovare qualche sfida un po' troppo ostica per i tuoi gusti, potrai sempre superarla per un modico prezzo in monete.



CYRAX



BASIC ATTACKS

- Yank: ← + ■
- Uppercut: ↓ + ▲
- Blase Overhead: ← + ▲
- Tooth and Nail: → + ▲
- Side Kick: ← + ✕
- Hop Kick: ↑ + ●
- Sweep: ← + ●

FAST TAG

- Automation: ← + ▲, L1

TAG KOMBOS

- Number Cruncher:
← + ■, L1
- High Tech: ■, ▲, L1
- Short circuit: ▲, ■, L1

KOMBO ATTACKS

- See Saw: ■, ■, ■
- Steel Fists: ■, ▲, ■
- Power Plant: ■, ▲, ✕
- Mustard: ▲, ■, ▲
- Saw Enough:
▲, ▲, → + ■
- Kombat boots: ✕, ✕, ●
- Cyber Beatdown:
← + ■, ▲, ■, ▲

SPECIAL ATTACKS

- Bomb:
Vicino: ←, ←, ●
Medio: →, →, ●
Lontano: ←, ←, →, ●
- Net: ←, ←, ✕
- Teleport: ↓, ←, ■
(anche in aria)
- Buzzsaw: ←, →, ▲
- Reverse Kick: ↓, →, ✕
- Ragdoll: ↓, →, ✕, R1
- Anti-Air: ↓, →, ■
(con il nemico in aria)

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Sticky Bomb:
←, ←, ● + R2
- Electro Net:
←, ←, ✕ + R2
- Bangport: ↓, ←, ■ + R2
(anche in aria)
- Saw Blade:
←, →, ▲ + R2
- Donkey Kick:
↓, →, ✕ + R2
- Ragdolls:
↓, →, ✕ + R2, R1
- Power Anti-Air:
↓, →, ■ + R2
(con il nemico in aria)

X-RAY ATTACKS

(Richiede l'intera barra della Super)

- Cyberdriver: L2 + R2

FINISHING MOVES

- Buzz Kill:
→, ↓, →, ←, ▲ (vicino)
- Nothing But Net:
←, ↓, ←, →, ■ (salto)
- Stage Fatality: ↓, ↑, R2
- Babality: ↓, →, ←, ▲





ERMAC



BASIC ATTACKS

- Back Fist: $\rightarrow + \blacksquare$
- Uppercut: $\downarrow + \blacktriangle$
- Wind Strikes: $\leftarrow + \blacksquare$
- Fist Smash: $\rightarrow + \blacktriangle$
- Psychic Palm: $\leftarrow + \blacktriangle$
(tieni premuto \blacktriangle per caricare)
- Quick Kick: $\leftarrow + \times$
- BP-hit Kick: $\rightarrow + \bullet$
- Low Leg: $\uparrow + \bullet$
- Sweep: $\leftarrow + \bullet$

FAST TAG

- Breakdown: $\rightarrow + \blacktriangle, L1$
- Brain Freeze: $\leftarrow + \blacktriangle, L1$
- Mind-Clowing:
 $\leftarrow + \blacksquare, \blacktriangle, \rightarrow + \blacksquare, L1$

TAG KOMBOS

- Clear Your Mind:
 $\rightarrow + \blacksquare, \blacksquare, L1$
- Subconscious: $\leftarrow + \blacksquare, \blacksquare, L1$
- Lucidity: $\times, \blacksquare, L1$

KOMBO ATTACKS

- Ermac Rush: $\blacksquare, \blacktriangle, \blacksquare$
- Mysterious Rush:
 $\rightarrow + \blacksquare, \blacksquare, \bullet$
- Fusion: $\leftarrow + \blacksquare, \blacksquare, \bullet$
- We Win: $\leftarrow + \blacksquare, \blacktriangle, \rightarrow + \blacksquare$
- Nether Pain: $\blacktriangle, \blacktriangle$
- Psychic Strikes:
 $\leftarrow + \blacktriangle, \leftarrow + \blacksquare$
- Lost Souls:
 $\leftarrow + \blacktriangle, \blacksquare, \rightarrow + \blacktriangle$
- Relinquish: \times, \times

- Surrender: $\times, \blacksquare, \blacktriangle$
- Disoriented: $\leftarrow + \times, \bullet$
- Controlled Chaos:
 $\rightarrow + \bullet, \leftarrow + \blacktriangle$

SPECIAL ATTACKS

- Force Ball: $\downarrow, \leftarrow, \blacktriangle$
- Air Blast: $\downarrow, \leftarrow, \blacktriangle$ (in aria)
- Force Port: $\downarrow, \leftarrow \bullet$
(anche in aria)
- Force Lift: $\downarrow, \leftarrow, \blacksquare$
- Butt slam: $\downarrow, \downarrow, \uparrow$
- Force Push: $\leftarrow, \rightarrow, \blacksquare$

ENHANCED ATTACKS

- (Richiede 1 barra di Super)
- Focus Ball: $\downarrow, \leftarrow, \blacktriangle + R2$
 - Force Blast: $\downarrow, \leftarrow, \blacktriangle + R2$ (in aria)
 - Telelift: $\downarrow, \leftarrow, \blacksquare + R2$

- Teleport: $\downarrow, \leftarrow, \bullet + R2$
(anche in aria)
- Butt Smash: $\downarrow, \uparrow, \bullet + R2$
- Telepush: $\leftarrow, \rightarrow, \blacksquare + R2$
- Levitate Smash:
 $\downarrow, \downarrow, \uparrow + R2$

X-RAY ATTACKS

- (Richiede l'intera barra della Super)
- Cannonball Slam: $L2 + R2$

FINISHING MOVES

- Mind Over Splatter:
 $\downarrow, \uparrow, \downarrow, \downarrow, R2$ (salto)
- Pest Control:
 $\rightarrow, \leftarrow, \rightarrow, \downarrow, \bullet$ (salto)
- Stage Fatality:
 $\downarrow, \uparrow, \downarrow, \downarrow, \times$
- Babality: $\downarrow, \uparrow, \downarrow, \downarrow, \times$



JAX

BASIC ATTACKS

- Uppercut: ↓ + ▲
- Hook Swipe: ← + ■
- Big Leg: → + ✕
- Shin Kick: → + ●
- Sweep: ← + ●
- Triple Slam: ■ + ●
- Quad Slam: ▲ + ✕

THROWS

- Triple Slam: R1, ■ + ●
- Four slams:
R1, ■ + ●, ▲ + ✕
- Five slams:
R1, ■ + ●, ▲ + ✕, ▲ + ●
- Six slams:
R1, ■ + ●, ▲ + ✕, ▲ + ●, ■ + ▲ + ✕ + ●

FAST TAG

- Majority Rules: ↓, ←, ✕, L1
- Outranked:
↓, ←, ✕ + R2, L1
(usa 1 barra di Super)

TAG KOMBOS

- Major Muscles:
← + ■, ▲, L1
- Alloyver You:
▲, → + ▲, L1
- Briggs' Da Noise:
▲, → + ▲, ← + ■, L1

KOMBO ATTACKS

- Major Force: ■, ▲, ✕
- Boot Kamp: ← + ■, ▲, ●
- Active Duty: ▲, ■
- Fild Grade: ▲, ▲
- Chain of Command:
▲, → + ▲, ← + ■
- Advance Force:
→ + ●, ■, ✕
- Code of Conduct:
→ + ●, ■, ●

SPECIAL ATTACKS

- Energy Wave: ↓, ←, ▲
- Dash Punch: ↓, →, ▲
- Ground Pound
Vicino: ↓, ←, ✕
Medio:
↓, →, ✕
Lontano:
↓, ←, →, ✕
- Gotcha Grab:
↓, →, ■

- Air Gotcha Grab: ↓, ←, ■
- Overhead Smash:
↓, ↑, ●
- Backbreaker:
R1 (in aria)

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Assault Wave:
↓, ←, ▲ + R2
- Dash Fist: ↓, →, ▲ + R2
- Ground Quake:
↓, ←, ✕ + R2
- Gotcha Beatdown:
↓, →, ■ + R2
- Air Gotcha Blast:
↓, ←, ■ + R2
- Elite Smash: ↓, ↑, ● + R2

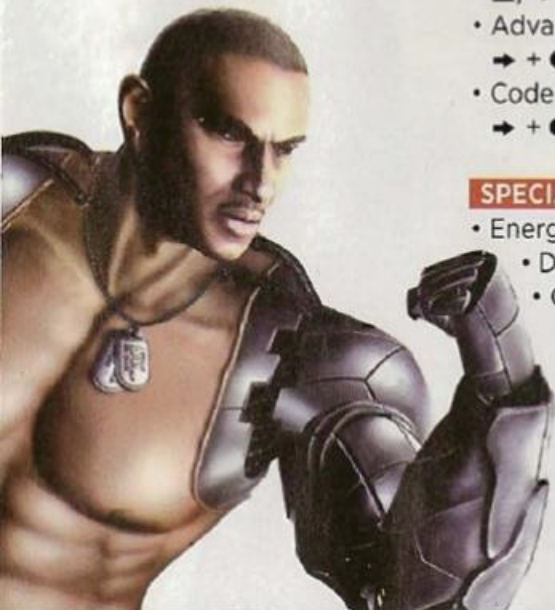
X-RAY ATTACKS

(Richiede l'intera barra della Super)

- Briggs' Bash: L2 + R2

FINISHING MOVES

- Smash and Grab:
←, →, →, ←, ▲
- Three Points!:
→, →, ←, ↓, ✕
- Stage Fatality: ↓, →, ↓, ■



JADE

BASIC ATTACKS

- Staff Strikes: $\leftarrow + \blacksquare$
- Rising Pole: $\leftarrow + \blacktriangle$
- Upward Thrust: $\rightarrow + \blacktriangle$
- Gut Kick: $\leftarrow + \times$
- Pole Vault: $\uparrow + \times$
- Uppercut: $\downarrow + \blacktriangle$
- Sweep: $\leftarrow + \bullet$

FAST TAG

- Untameable: $\leftarrow + \blacktriangle$, L1
- Pole Pain: $\uparrow + \times$, L1

TAG KOMBOS

- After You: \blacksquare , \blacktriangle , L1
- Likewise: \blacktriangle , \times , L1
- Edenian L1: $\rightarrow + \blacktriangle$, \blacksquare , L1
- Distrust: \times , \bullet , L1

KOMBO ATTACKS

- Pole Check: \blacksquare , \blacktriangle , \blacktriangle
- Jade Charge:
 $\leftarrow + \blacksquare$, $\rightarrow + \blacksquare$
- Bad Girl: \blacktriangle , \times , $\rightarrow + \blacktriangle$
- Edenian Rush:
 $\rightarrow + \blacktriangle$, \blacksquare , \blacktriangle
- Betrayal: \times , \bullet , \blacktriangle
- Assassin Strikes:
 $\leftarrow + \times$, \blacktriangle
- Polecat: \bullet , $\rightarrow + \times$

SPECIAL ATTACKS

- Boomerang: \downarrow , \rightarrow , \blacksquare
- Boomerang Up: \downarrow , \leftarrow , \blacksquare
- Boomerang Down:
 \downarrow , \rightarrow , \times
- Shadow Kick: \downarrow , \rightarrow , \bullet
- Shadow Flash: \leftarrow , \rightarrow , \times
- Staff Overhead: \downarrow , \leftarrow , \blacktriangle
- Staff Grab: \downarrow , \rightarrow , \blacktriangle

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Reboomerang:
 \downarrow , \rightarrow , $\blacksquare + R2$
- Reboomerang Up:
 \downarrow , \leftarrow , $\blacksquare + R2$
- Reboomerang Down:
 \downarrow , \rightarrow , $\times + R2$
- Eclipse Kick:
 \downarrow , \rightarrow , $\bullet + R2$
- Shadow Glow:
 \leftarrow , \rightarrow , $\times + R2$
- Staff Smash:
 \downarrow , \leftarrow , $\blacktriangle + R2$
- Staff Slam: \downarrow , \leftarrow , $\blacktriangle + R2$

X-RAY ATTACKS

(Richiede l'intera barra della Super)

- Staff Buster: L2 + R2

FINISHING MOVES

- Head-A-Rang:
 \uparrow , \uparrow , \downarrow , \rightarrow , \blacksquare
- Half Mast:
 \leftarrow , \downarrow , \leftarrow , \downarrow , \bullet
- Stage Fatality:
 \leftarrow , \rightarrow , \downarrow , R2
- Babality: \downarrow , \rightarrow , \leftarrow , \blacktriangle



JOHNNY CAGE

BASIC ATTACKS

- Uppercut: ↓ + ▲
- Charge Palm:
← + ▲ (tieni premuto)
- BP Hit Elbow: → + ▲
- Pop Up: ← + ✕
- Rising Knee: → + ✕
- Axe Kick: → + ●
- Sweep: ← + ●

FAST TAG

- Cliffhanger: ← + ▲ (tieni premuto), L1
- Fade Out: → + ●, L1

- Bootleg: ← + ✕, L1
- Stunt Double:
▲, ■, → + ▲, L1

TAG KOMBOS

- Cameo: ■, ✕, L1
- Double Feature: ▲, ■, L1
- Stand-In:
→ + ✕, ✕, L1

KOMBO ATTACKS

- Out Take: ■, ■, ■
- Show Time: ■, ■, → + ■
- Stand In: ■, ■, ●
- Cross Cutting: ■, ✕, ●
- Widescreen:
▲, ■, → + ▲
- Director's Cut:
▲, ■, ← + ●
- Take Two: → + ✕, ▲
- Money Shot: ●, ●
- That's The Ticket:
→ + ✕, ✕, ← + ✕

SPECIAL ATTACKS

- Low Forceball: ↓, →, ▲
- High Forceball:
↓, ←, ▲
- Flip Kick:
↓, ←, ✕

- Shadow Kick: ←, →, ●
- Nut Punch: ←, ↓, ■

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Double Low Ball:
↓, →, ▲ + R2
- Double High Ball:
↓, ←, ▲ + R2
- Ultra Flip Kick:
↓, ←, ✕ + R2
- Eclipse Kick:
←, →, ● + R2
- Nutcracker: ←, ↓, ■ + R2

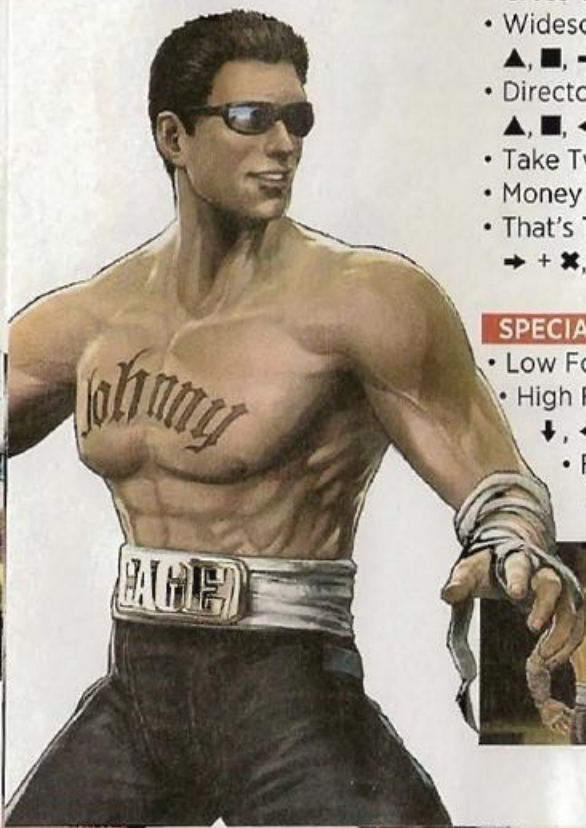
X-RAY ATTACKS

(Richiede l'intera barra della Super)

- Ball Buster: L2 + R2

FINISHING MOVES

- Heads Up:
→, →, ←, ↓, ✕
- And The Winner Is...:
↓, →, ↓, →, ●
(a portata di calcio)
- Stage Fatality:
↓, ←, →, R2
- Babality:
→, ←, →, ●





KABAL



BASIC ATTACKS

- Hook Swipe: ◀ + ■
- Strong Fist: ◀ + ▲
- Step Kick: ▶ + ✕
- Big Knee: ▶ + ●
- Sweep: ◀ + ●

FAST TAG

- Up Next: ◀ + ■, ▲, ■, L1

TAG KOMBOS

- Your Turn: ■, ■, ◀ + ●, L1
- Partners in Crime:
◀ + ■, ▲, L1
- Rebirth: ▲, ■, L1

KOMBO ATTACKS

- Last Breath: ■, ■, ■
- Extermination:
■, ■, ◀ + ●, ✕
- Mutilation: ◀ + ■, ▲, ■
- Vanquish: ▲, ■, ▲
- Nomad's Fear: ▶ + ✕, ▲
- Eviscerate: ▶ + ●, ■ + ▲

SPECIAL ATTACKS

- Gas Blast: ◀, ◀, ■
- Nomad Dash: ◀, ▶, ●
- (◀ + R2 per cancellare)
- Buzzsaw: ◀, ◀, ✕
- Tornado Slam: ↓, ◀, ▲

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Vapor Blaze: ◀, ◀, ■ + R2 (anche in aria)
- Nomad Charge:
◀, ▶, ● + R2
- Saw Blades: ◀, ◀, ✕ + R2
- Cyclone Slam: ↓, ◀, ▲ + R2

FINISHING MOVES

- Hook Up: ◀, ▶, ◀, ▶, ■
(a portata di calcio)
- It Takes Guts: ↓, ↓, ◀, ▶, R2
- Stage Fatality: ↓, ↓, ●
- Babality: ↓, ▶, ↓, ▲



KUNG-LAO



BASIC ATTACKS

- Chops: ◀ + ■
- Hat Swipe: ▶ + ▲
- Rolling Thunder: ▶ + ✕
- Point Kick: ◀ + ✕
- Hop Kick: ▶ + ●
- Sweep: ◀ + ●

FAST TAG

- Spinout: ↓, ▶ + ■, L1

TAG KOMBOS

- Yin Yang:
■, ■, ▲, L1
- Swirling Dragon:
▲, ■, ▲, ■, ▲, L1
- Double Yang: ▲, ●, L1

KOMBO ATTACKS

- Windy Palm: ■, ■, ▲, ■
- Healing Wind: ◀ + ■, ▶ + ■
- Chained Fist: ▲, ■, ▲, ■, ▲
- Iron Broom: ▲, ●, ■ + ▲
- Leg Bar: ▲, ●, ■ + ✕
- Uprooting Stomp:
▲, ●, ■ + ✕, ●
- Plum Flower: ▲, ●, ■ + ✕, ●
- Lead The Way: ◀ + ✕, ✕, ✕

SPECIAL ATTACKS

- Hat Toss: ◀, ▶, ▲ (↑ y
↓ controlla il cappello)
- Ground Hat: ↓, ◀, ▲
- Spin: ↓, ▶, ■
- Dive Kick: ↓ + ● (in aria)

- Teleport: ↓, ↑ (durante
il teletrasporto ■ o ▲ o ✕)

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Ultimate Hat: ◀, ▶, ▲ + R2
- Grinding Hat: ↓, ◀, ▲ + R2
(▲ per trattenere)
- Cyclone: ↓, ▶, ■ + R2
- Multi Kick: ↓ + ● + R2
(in aria)

FINISHING MOVES

- Hat Trick: ◀, ▶, ▶, ◀, ▲
- Razor's Edge: ↓, ↓, ▶, ◀, ■
- Stage Fatality: ↓, ▶, ↓, ✕
- Babality: ↓, ▶, ↓, ▲



KANO



BASIC ATTACKS

- Strong Strike: $\rightarrow + \blacksquare$
- Uppercut: $\downarrow + \blacktriangle$
- Gut Poke: $\leftarrow + \blacksquare$
- Overhead Smash: $\leftarrow + \blacktriangle$
- Shin Kick: $\rightarrow + \times$
- Hop Roundhouse: $\rightarrow + \bullet$
- Sweep: $\leftarrow \bullet$

FAST TAG

- Lead Head:
 $\leftarrow + \blacksquare, \blacksquare, \blacktriangle, L1$
- Ear to Ear: $\blacktriangle, \blacksquare, \blacktriangle, L1$
- Bloodthirsty:
 $\rightarrow + \times, \leftarrow + \blacktriangle, L1$

TAG KOMBOS

- Troublesome: $\blacksquare, \blacksquare, L1$

- Deliquent: $\leftarrow + \blacksquare, \blacksquare, L1$
- Villianous: $\blacktriangle, \blacksquare, L1$
- Mischievous: $\leftarrow + \blacktriangle, L1$

KOMBO ATTACKS

- One Two Three: $\blacksquare, \blacksquare, \blacktriangle$
- Fighting King: $\rightarrow + \blacksquare, \blacksquare$
- No escape: $\rightarrow + \blacksquare, \blacktriangle$
- Dragon's Tail:
 $\leftarrow + \blacksquare, \blacksquare, \blacktriangle$
- Snake Bite: $\leftarrow + \blacksquare, \blacktriangle$
- Getting Ahead: $\blacktriangle, \blacksquare, \blacktriangle$
- Uplifting Force: $\leftarrow + \blacktriangle, \times$
- Smashing Time:
 $\leftarrow + \blacktriangle, \rightarrow + \blacksquare$
- Double Dragon: \times, \times
- The Rage Kicks:
 $\rightarrow + \times, \times$
- Mean Machine:
 $\rightarrow + \times, \leftarrow + \blacktriangle$

SPECIAL ATTACKS

- Ball: $\rightarrow, \downarrow, \leftarrow, \rightarrow$
- Down Ball:
 $\rightarrow, \downarrow, \leftarrow, \rightarrow$ (in aria)
- Up Ball: $\downarrow, \rightarrow, \blacktriangle$
- Choke: $\downarrow, \rightarrow, \blacksquare$
- Knife Throw:
 $\downarrow, \leftarrow, \blacktriangle$
- Air Throw: **R1** (in aria)

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Kano Ball:
 $\rightarrow, \downarrow, \leftarrow, \rightarrow + R2$
(R2 per trattenere)
- Downward Ball:
 $\rightarrow, \downarrow, \leftarrow, \rightarrow + R2$
(in aria)
- Uprise Ball:
 $\downarrow, \rightarrow, \blacktriangle + R2$
- Kano Choke:
 $\downarrow, \rightarrow, \blacksquare + R2$
- Knife Toss:
 $\downarrow, \leftarrow, \blacktriangle + R2$

X-RAY ATTACKS

(Richiede l'intera barra della Super)

- Just The Tip: **L2 + R2**

FINISHING MOVES

- Heartbreak:
 $\leftarrow, \downarrow, \leftarrow, \rightarrow, \blacksquare$
(a portata di calcio)
- Eat Your Heart Out:
 $\downarrow, \downarrow, \rightarrow, \leftarrow, \bullet$
- Stage Fatality:
 $\uparrow, \uparrow, \leftarrow, \bullet$
- Babality:
 $\rightarrow, \rightarrow, \downarrow, \downarrow, \times$



LIU-KANG

BASIC ATTACKS

- Uppercut: ↓ + ▲
- Fierce Jab: → + ▲
- Gut Strike: ← + ▲
- Knee Bash: → + ▲
- Shaolin Heel: → + ✕
- Knee Kick: ← + ✕
- Shin Kick: → + ●
- Sweep: ← + ●
- Dragon Stance: ↓, ←, ▲
- Final Act: ■
- Fist of Death: ▲
- Shaolin Flip: ✕
- Moon Sweep: ●
- Dragon Stance: ↓, ←, ▲
- Final Act: ■
- Fist of Death: ▲
- Shaolin Flip: ✕
- Moon Sweep: ●

FAST TAG

- Shaolin Spirit:
■, ▲, ← + ■, L1
- Dragon's Bite:
← + ✕, ■, ▲, L1
- Next Time: ■, L1
- Shaolin Step: ▲, ■, ✕, L1

TAG KOMBOS

- Fist Swaps: ■, ■, L1



- Friendly: → + ■, ▲, L1
- Step-In: → + ■, ← + ▲, L1
- Twin Lotus: ✕, ✕, L1
- Dragon Dance:
▲, ← + ■, L1
- Harm-onious: ← + ✕, ■, L1

KOMBO ATTACKS

- Three Fists: ■, ■, ■
- Death Fist: ■, ■, ▲
- Blasing Blasts: → + ■, ▲, ■
- Immortal Dragon:
← + ■, ← + ▲, ← + ■
- Fierce Tiger: ▲, ■, ✕
- Showdown: → + ▲, ●
- Launching Fury:
← + ▲, ← + ✕
- Backdown: ← + ■, ← + ●
- Lotus Flurry: ✕, ✕, ●
- Final Act: ← + ✕, ■, ▲
- Krusing Kombo:
→ + ●, ✕

SPECIAL ATTACKS

- High Fireball: ←, →, ■
(anche in aria)
- Low Fireball: ←, →, ✕
- Flying Dragon Kick:
←, →, ▲
- Bicycle Kick: ←, ←, →, ●
- Parry: ↓, ←, ■

ENHANCED ATTACKS

- (Richiede 1 barra di Super)
- High Dragon Fire:
←, →, ■ + R2
(anche in aria)

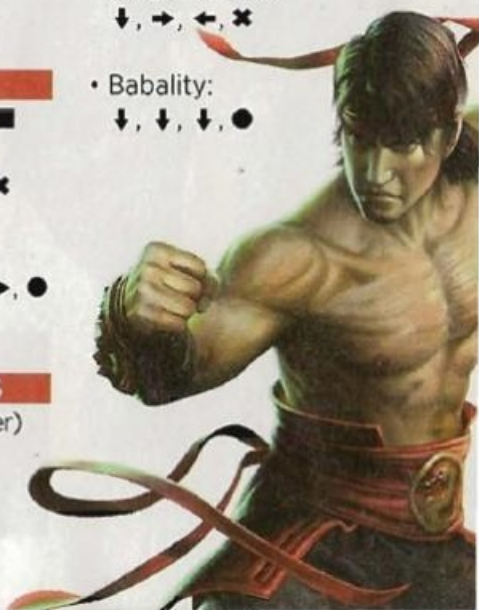
- Low Dragon Fire:
←, →, ✕ + R2
- Flame Dragon Kick:
←, →, ▲ + R2
- Bicycle Steps:
←, ←, →, ● + R2
- Burning Parry:
↓, ←, ■ + R2

X-RAY MOVE

- (Richiede l'intera barra della Super)
- Chin-Up: L2 + R2

FINISHING MOVES

- Fist of Flame:
→, ←, ↓, ↓, ✕
(a portata di calcio)
- The Beast Within:
↓, ↓, →, ↓, ●
- Stage Fatality:
↓, →, ←, ✕
- Babality:
↓, ↓, ↓, ●





KITANA



BASIC ATTACKS

- Fan Slice: ◀ + ■
- Uprise: ◀ + ▲
- Shin Kick: ◀ + ✕
- Fan Stab: ➡ + ▲
- Hop Kick: ➡ + ✕
- Spin Kick: ➡ + ●
- Sweep: ◀ + ●

FAST TAG

- Truth Be Told:
➡ + ▲, ✕, L1
- Effortless:
➡ + ✕, ■, ▲, L1
- Big Fan:
◀, ◀ + ▲, L1

TAG KOMBOS

- Pretty Princess:
◀ + ■, L1
- Mesmerizing: ▲, ■, L1
- Magnificent: ✕, ✕, L1
- Disrespect: ➡ + ✕, ■, L1

KOMBO ATTACKS

- Royal Pain: ■, ■, ▲
- Dignified: ◀ + ■, ▲
- Majestic: ▲, ■, ▲
- Noble Lift: ➡ + ▲, ■
- Regal Assault: ✕, ✕, ✕
- Blue Blood: ◀ + ✕, ✕
- Power Intrusion:
➡ + ✕, ■, ▲
- Deadly Rush: ➡ + ●, ■
- Pure Kicks:
➡ + ●, ✕
- Deception:
➡ + ●, ◀ + ●

SPECIAL ATTACKS

- Fan Toss: ↓, ➡, ■
(anche in aria)
- Uprise: ◀, ◀, ▲
- Cutting Fan:
↓, ➡, ▲
- Square Boost:
↓, ◀, ▲

- Pretty Kick: ↓, ◀, ✕
- Fake Out Kick: ↓, ◀, ●

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Charged Fan:
↓, ➡, ■ + R2 (tieni premuto ▲ per caricare)
- Uplift: ◀, ◀, ▲ + R2
- Fan Dice:
↓, ➡, ▲ + R2
- Square Wave:
↓, ◀, ■ + R2
- Pretty Legs:
↓, ◀, ✕ + R2

X-RAY ATTACKS

(Richiede l'intera barra della Super)

- Big Fan: L2 + R2

FINISHING MOVES

- Fan Opener:
↓, ↓, ◀, ➡, ▲
- Splitting Headache:
➡, ↓, ➡, ◀, ✕
- Stage Fatality:
➡, ↓, ↓, ✕
- Babality:
➡, ↓, ➡, ●



KRATOS

BASIC ATTACKS

- Ares Slash: ← + ■
- Zeus Slice: → + ■
- Divine Lift: ← + ▲
(tieni premuto ▲ per proseguire l'attacco)
- Spartan Bash: → + ▲
- Spartan Knee: → + ●
- Uppercut: ↓ + ▲
- Sweep: ← + ●

FAST TAG

- Athena's Rage:
▲, ■, ▲, L1
- Olympic Chain: ← + ▲, L1
- Pandora's Box:
→ + ●, ▲, L1

TAG KOMBOS

- Hercules Rush: ■, ■, L1
- Athena's Pain: ▲, ■, L1

KOMBO ATTACKS

- Valor of Hercules: ■, ■, ▲
- Wrath of Zeus: → + ▲, ■
- Anguish Of Zeus:
→ + ▲, ▲
- Pandora's Soul: → + ●, ▲
- Hades Pain: ← + ■, ← + ●
- Hades Edge: ← + ■, ▲



- Aphrodite's Will: → + ■, ●
- Athena's Fury: ▲, ■, ▲
- Olympic Ascension: ← +
(tieni premuto) ▲, ■
- Olympic Burst: ← + (tieni
premuta) ▲, ▲
- Olympic Blast: ← + (tieni
premuta) ▲, ✕
- Olympic Toss: ← + (tieni
premuta) ▲, ●
- Achilles Strike:
→ + ▲, ▲, ■

SPECIAL ATTACKS

- Apollo's Bow: ↓, →, ▲
- Head of Helios: ↓, ←, ▲
- Hermes Dash: ←, →, ●
(tieni premuto ● per
caricare)
- Golden Fleece: ↓, ←, ■
- Zeus' Rage: ↓, →, ✕

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Apollo's Inferno:
↓, →, ▲ + R2
- Helios Flash: ↓, ←, ▲ + R2
- Hermes Rush:
←, →, ● + R2 (tieni pre-
muta ● per caricare)



- Argo's Ram:
↓, ←, ■ + R2
- Revenge of Olympus:
↓, →, ✕ + R2

X-RAY ATTACKS

(Richiede l'intera barra della Super)

- Nemean Cestus: L2 + R2

FINISHING MOVES

- Blade of Olympus:
↓, ↓, ←, →, ▲
(a portata di calcio)
- Medusa's Gaze:
↓, ←, ↓, →, ■
- Stage Fatality:
↓, ↓, →, ✕
- Babality:
↓, →, ←, ▲





RAIDEN



BASIC ATTACKS

- Static Touch: ← + ▲
- Gut Strike: → + ▲
- Side Kick: ← + ✕
- Spinning Kick: → + ✕
- Heel Smash: → + ●
- Uppercut: ↓ + ▲
- Sweep: ← + ●

FAST TAG

- Distant Thunder: ✕, ✕, ●, L1
- Elder Fury: ← + ✕, ■, ▲, L1
- God Fist: → + ▲, ●, L1

TAG KOMBOS

- Godlike: ▲, ▲, L1
- Supernatural: ← + ▲, → + ■, L1
- Divine Power: → + ▲, ✕, L1

KOMBO ATTACKS

- Heavenly Hand: ■, ▲, ■, ▲
- Sudden Energy: ▲, ▲, → + ■
- White Lightning: ▲, ▲, ← + ●
- Violent Thunder: ← + ▲, → + ■, ▲ + ■
- Quick Burn: → + ▲, ●
- Flash Storm: → + ▲, ✕, ▲ + ■
- Spark Kicks: ✕, ✕, ●
- Thunder God: ← + ✕, ■, ▲

SPECIAL ATTACKS

- Lightning: ↓, ←, ■
- Electrocute: ↓, →, ▲
- Electric Fly: ←, →, ✕
(anche in aria)
- Teleport: ↓, ↑

- Vicinity Blast: ↓, ←, ▲

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Bolt: ↓, ←, ■ + R2
- Shocker: ↓, →, ▲ + R2
- Thunder Fly: ←, →, ✕ + R2
(anche in aria)
- Sparkport: ↓, ↑ + R2
- Vicinity Burst: ↓, ←, ▲ + R2

X-RAY ATTACKS

(Richiede l'intera barra della Super)

- Shock Therapy: L2 + R2

FINISHING MOVES

- Just a Scratch: ↓, →, ↓, →, ■
- Transplant: ←, →, →, ↓, ●
- Stage Fatality: ↓, ↓, ↓, ▲
- Babality: ↓, ←, ↓, ●



REPTILE

BASIC ATTACKS

- Uppercut: ↓ + ▲
- Reptile Smash: → + ▲
- Low Swipe: ← + ■
- Hop Kick: → + ✕
- Sweep: ← + ●

FAST TAG

- Carnivorous:
■, ▲, ▲, ■, L1
- Nocturnal: → + ▲, ← + ■, L1
- Aquatic: ✕, ▲, ■, L1
- Shredding Skin:
←, →, ▲ + R2, L1
(Usa una barra di Super)
- Scaly Serpent:
▲, →, ✕, L1
- Bad Blood: →, ▲, L1

TAG KOMBOS

- Toxic: ■, ▲, L1
- Ravenous: ■, ▲, ▲, L1
- Anguish: ✕, ▲, L1

KOMBO ATTACKS

- Cold Blooded: ■, ▲, ●
- Carnivore Bash:
■, ▲, ▲, ■
- Deadly Venom:
■, ▲, ← + ■



- Just Hatched: ▲, → + ✕
- Hybrid Blast: ▲, ● + ✕
- Bybrid Crush:
▲, → + ✕, ▲ + ■
- Evolution: → + ▲, ← + ■
- Amphibian Charge:
✕, ▲, ■
- Slithered: ✕, ▲, ← + ●
- Swamp Strikes:
→ + ✕, ▲ + ■

SPECIAL ATTACKS

- Slow Force Ball: ←, ←, ■
- Fast Force Ball: ←, ←, ✕
- Slide: ←, →, ●
- Acid Hand: ↓, ←, ▲
- Invisibility: ↓, ↑, ●
- Acid Spit: ↓, →, ■
- Elbow Dash: ←, →, ▲

ENHANCED ATTACKS

- (Richiede 1 barra di Super)
- Slow Mega Ball:
←, ←, ■ + R2
 - Fast Mega Ball:
←, ←, ✕ + R2
 - Slime Trail:
←, →, ● + R2
 - Reptilian Hand:
↓, ←, ▲ + R2
 - Vanish:
↓, ↑, ● + R2
 - Acid Stream:
↓, →, ■ + R2
 - Reptilian Elbow:
←, →, ▲ + R2

X-RAY ATTACKS

(Richiede l'intera barra della Super)

- Tricky Lizard: L2 + R2

FINISHING MOVES

- Acid Yak: →, →, ↓, ↑, ✕
- Weight Loss:
↓, ↓, →, ←, ■
- Stage Fatality:
→, ↓, ↓, R2
- Babality:
←, →, ←, ↓, ▲ (salto)
- Klassic Fatality:
←, ←, →, ↓, R2





BARAKA



BASIC ATTACKS

- Blade Swipe: $\leftarrow + \blacksquare$
- Cross Swipe: $\leftarrow + \blacktriangle$
- Gut Strike: $\rightarrow + \blacktriangle$
- Foot Stomp: $\leftarrow + \times$
- Hop Kick: $\uparrow + \times$
- Quick Knee: $\rightarrow + \bullet$
- Big Legs: $\uparrow + \bullet$
- Sweep: $\leftarrow + \bullet$

FAST TAG

- Bloody Mess: $\leftarrow + \times, \blacksquare, L1$

KOMBO ATTACKS

- Tarkatan Rush: $\blacksquare, \blacktriangle, \blacksquare$
- Painful Swipes: $\blacksquare, \blacktriangle, \blacktriangle$
- Tricky Fury: $\blacksquare, \blacktriangle, \leftarrow + \times$
- Cut 'Em Loose: $\leftarrow + \blacksquare, \blacksquare$
- Splinter: $\leftarrow + \blacksquare, \rightarrow + \blacktriangle$

- Cold Steel: $\blacktriangle, \blacksquare, \blacktriangle$
- Tears of Pain: $\blacktriangle, \blacktriangle, \blacktriangle + \blacksquare$
- Tarkatan Push: $\leftarrow + \blacktriangle, \rightarrow + \blacktriangle$
- Horrow Show: $\rightarrow + \blacktriangle, \bullet$
- Outworld Bash: $\rightarrow + \blacktriangle, \blacktriangle$
- Tarkatan Blows: $\times, \leftarrow + \times$
- Open Wound:
 $\leftarrow + \times, \blacksquare, \rightarrow + \blacksquare$
- Easy Kill: $\leftarrow + \times, \blacktriangle, \blacktriangle$
- Doom Kicks: $\rightarrow + \bullet, \bullet$

TAG KOMBOS

- Skinned Alive: $\blacksquare, \blacktriangle, L1$
- Killer Kuts: $\blacktriangle, \blacksquare, L1$
- Have At It: $\blacktriangle, \blacktriangle, L1$

SPECIAL ATTACKS

- Blade Charge: $\downarrow, \rightarrow, \blacktriangle$
- Spark: $\downarrow, \leftarrow, \blacktriangle$

- Chop Chop: $\leftarrow, \leftarrow, \blacksquare$
- Blade Spin: $\downarrow, \leftarrow, \times$
- Slices: $\downarrow, \rightarrow, \blacksquare$

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Blade Rush: $\downarrow, \rightarrow, \blacktriangle + R2$
- Sparked: $\downarrow, \leftarrow, \blacktriangle + R2$
- Chopchop: $\leftarrow, \leftarrow, \blacksquare + R2$
- Spinner: $\downarrow, \leftarrow, \times + R2$
- Slicer: $\downarrow, \rightarrow, \blacksquare + R2$

FINISHING MOVES

- Up the middle:
 $\leftarrow, \rightarrow, \downarrow, \rightarrow, \blacksquare$
- Take a Spin: $\rightarrow, \rightarrow, \downarrow, \downarrow, \times$
(a portata di calcio)
- Stage Fatality: $\downarrow, \downarrow, \downarrow, \times$
- Babality: $\rightarrow, \leftarrow, \rightarrow, \bullet$



MILEENA



BASIC ATTACKS

- Leaping Sai: $\leftarrow + \blacktriangle$
- Sai Impale: $\rightarrow + \blacktriangle$
- Lunge Kick: $\rightarrow + \times$
- Sneaky Kick: $\leftarrow + \times$
- Splits: $\uparrow + \bullet$
- Sweep: $\leftarrow + \bullet$
- Side Chop: $\leftarrow + \blacksquare$

FAST TAG

- Malice: $\uparrow + \bullet, L1$

KOMBO ATTACKS

- Smacked Around: $\blacksquare, \blacksquare, \blacktriangle$

- Boot Down: $\leftarrow + \blacksquare, \bullet$
- Bones: $\blacktriangle, \times, \bullet$
- Pretty Slasher: $\rightarrow + \times, \blacksquare + \blacktriangle$
- Killer Heels: \times, \bullet
- Getaway Sticks: $\leftarrow + \times, \leftarrow + \bullet$
- Friendly Kiss: \bullet, \blacktriangle

TAG KOMBOS

- Malevolence: $\blacksquare, \blacksquare, L1$
- Fiendish: $\blacktriangle, \times, L1$

SPECIAL ATTACKS

- Sai Blast: $\leftarrow, \rightarrow, \blacksquare$
- Teleport Drop: $\rightarrow, \rightarrow, \times$

- Leaping Neckbite: $\leftarrow, \rightarrow, \blacktriangle$
- Ball Roll: $\leftarrow, \downarrow, \bullet$

ENHANCED ATTACKS

- Sai Bursts: $\leftarrow, \rightarrow, \blacksquare + R2$
- Teleport: $\rightarrow, \rightarrow, \times + R2$
- Leaping Lunch: $\leftarrow, \rightarrow, \blacktriangle + R2$
- Smashing Roll: $\leftarrow, \downarrow, \bullet + R2$

FINISHING MOVES

- Be Mine: $\leftarrow, \rightarrow, \leftarrow, \rightarrow, \blacktriangle$
- Rip Off: $\leftarrow, \rightarrow, \leftarrow, \downarrow, \times, \uparrow$
- Stage fatality: $\downarrow, \downarrow, \downarrow, \blacksquare$
- Babality: $\downarrow, \downarrow, \rightarrow, \leftarrow, \blacktriangle$

NIGHTWOLF

BASIC ATTACKS

- Knife Stab: $\leftarrow + \blacksquare$
- Uppercut: $\downarrow + \blacktriangle$
- Big Chop: $\leftarrow + \blacktriangle$
- Neck Stab: $\rightarrow + \blacktriangle$
- Toe Stomp: $\rightarrow + \times$
- Sweep: $\leftarrow + \bullet$

FAST TAG

- Waning Moon:
 $\rightarrow + \times, \blacksquare, \blacktriangle, L1$
- Rising Hawk: $\downarrow, \rightarrow, \blacksquare, L1$
- Diving Eagle:
 $\downarrow, \rightarrow, \blacksquare + R2, L1$
(Usa una barra di Super)

TAG KOMBOS

- Razor's Edge: $\blacksquare, \blacksquare, L1$
- Falcon Swap: $\blacksquare, \blacktriangle, \blacktriangle, L1$
- Deadly Talon: $\blacktriangle, \times, L1$
- Howling Wolf:
 $\leftarrow + \blacktriangle, \blacktriangle, L1$
- Bull and Bear:
 $\rightarrow + \times, \blacksquare, L1$

KOMBO ATTACKS

- Blade and Edge: $\blacksquare, \blacksquare, \blacktriangle$
- Axe Blast: $\blacksquare, \blacktriangle, \blacktriangle, \blacksquare$
- Dagger Stab:
 $\leftarrow + \blacksquare, \blacksquare, \blacksquare$

- Deadly Dance: $\blacksquare, \blacksquare, \bullet$
- New Earth: $\blacktriangle, \times, \bullet$
- Tomahawk Smash:
 $\leftarrow + \blacktriangle, \blacktriangle, \blacksquare$
- Full Moon: $\rightarrow + \times, \blacksquare, \blacktriangle$
- Spirit Tracks:
 $\rightarrow + \times, \leftarrow + \bullet$

SPECIAL ATTACKS

- Shoulder: $\rightarrow, \rightarrow, \bullet$
- Lightning: $\downarrow, \leftarrow, \times$
- Arrow Show: $\downarrow, \leftarrow, \blacksquare$
- Reflect: $\downarrow, \leftarrow, \blacktriangle$
- Axe Swing: $\downarrow, \rightarrow, \blacksquare$
- Choke: $\downarrow, \rightarrow, \blacktriangle$

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Power Charge:
 $\rightarrow, \rightarrow, \bullet + R2$
- Thunder Storm:
 $\downarrow, \leftarrow, \times + R2$
- Multi-Arrow:
 $\downarrow, \leftarrow, \blacksquare + R2$
- Absorb:
 $\downarrow, \leftarrow, \blacktriangle + R2$
- Tomahawk Bash:
 $\downarrow, \rightarrow, \blacksquare + R2$
- Strangle:
 $\downarrow, \rightarrow, \blacktriangle + R2$

X-RAY ATTACKS

(Richiede l'intera barra della Super)

- Ancestors Call: $L2 + R2$

FINISHING MOVES

- Little Off The Top:
 $\downarrow, \rightarrow, \downarrow, \leftarrow, \bullet$
- Ascension:
 $\downarrow, \downarrow, \rightarrow, \leftarrow, \blacksquare$
- Stage Fatality:
 $\downarrow, \downarrow, \downarrow, R2$
- Babality: $\rightarrow, \leftarrow, \rightarrow, \leftarrow, \blacksquare$



NOOB

BASIC ATTACKS

- Saibot Strike: ◀ + ■
- Uppercut: ↓ + ▲
- Hook Punch: ◀ + ▲
- Point Kick: → + ✕
- Snap Kick: → + ●
- Sweep: ◀ + ●

FAST TAG

- Mysterious:
◀ + ■, ▲, ■, L1

TAG KOMBOS

- Entangles: ◀ + ■, ▲, L1
- Warped Rush: ▲, ■, L1
- Tragic: ◀ + ▲, ■, L1

- The Shadow:
→ + ✕, ✕, L1

KOMBO ATTACKS

- Saibot Blast: ■, ▲
- Sneaky Saibot:
◀ + ■, ▲, → + ●
- Evil Twin:
◀ + ■, ▲, ■, → + ●
- Saibot Strike:
◀ + ■, ▲, ■, ●
- Assassinate: ▲, ■, ▲
- No Compassion:
◀ + ▲, ■, ●
- Reincarnated:
→ + ✕, ✕, ✕
- Possessed: → + ●, ✕

SPECIAL ATTACKS

- Ghostball: ↓, →, ■
(Annulla la parata avversaria)
- Blackhole (dall'alto): ↓, ◀, ▲
- Blackhole (alle spalle):
↓, →, ▲
- Blackhole (di fronte): ↓, →, ◀, ▲
 - Teleport slam: ↓, ↑
(anche in aria)

- Shadow Charge:

↓, →, ✕

- Shadow Upknee:

↓, ◀, ✕

- Shadow Slide: ◀, →, ●

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Spiritball: ↓, →, ■ + R2
- Darkness (dall'alto): ↓, ◀, ▲ + R2
- Darkness (alle spalle):
↓, →, ▲ + R2
- Darkness (di fronte): ↓, →, ◀, ▲ + R2
- Teleport Smash:
↓, ↑ + R2
(anche in aria)
- Saibot Charge:
↓, →, ✕ + R2
- Saibot Upknee:
↓, ◀, ✕ + R2
- Saibot Slide: ◀, →, ● + R2

X-RAY ATTACKS

(Richiede l'intera barra della Super)

- Together Again: L2 + R2

FINISHING MOVES

- Make a Wish:
◀, →, ◀, ↓ + ●
- As One:
↓, ↓, ◀, ↓, R2
- Stage Fatality:
↓, →, ◀, ✕
- Babality: →, ↑, →, ■



SEKTOR

BASIC ATTACKS

- Uppercut: ↓ + ▲
- Afterburn: ← + ■
- Gut Crusher: ← + ▲
- Toe Kick: ← + ✕
- Rising Knee: → + ●
- Chargin' Embow: → + ▲
- Sweep: ← + ●
- Leg Lift: ↑ + ✕
- Toe Kick: ●
- Sneaky Kicks: ✕, ●
- Leg Lift: ↑ + ✕
- Toe Kick: ●
- Sneaky Kicks: ✕, ●

FAST TAG

- Intersect: ↓, →, ●, L1
- Partition: ↓, →, ● + R2
(Usa una barra di Super)
- System Lock:
■, ▲, ← + ■, L1

TAG KOMBOS

- Detached: ■, ▲, L1
- Spare Parts: ▲, ■, L1
- Crank Off:
← + ▲, L1
- System Backup:
→ + ●, L1



KOMBO ATTACKS

- Artificial Intelligence:
■, ■, ← + ■
- System Overload:
■, ▲, ← + ■
- Hard Crash: ■, ▲, ▲
- Malfunction: → + ▲, ← + ■
- Fustion Force: ■, ▲, ●
- Access Denied: ■, ✕
- Run Down: ← + ✕, ●
- Demolition: ▲, ■, ●
- Drive Power: ← + ▲, ■
- User Error: → + ●, ✕
- Fatal Error: → + ●, ●

SPECIAL ATTACKS

- Straight Missile: ←, →, ■
- Up Missile:
Dall'alto: ↓, ←, ✕
Alle spalle: ↓, ←, →, ✕
Di fronte: ↓, →, ←, ✕
- Flame
Burner:
←, →, ▲
- Teleport
Uppercut:
↓, →, ●

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Flame Thrower:
←, →, ▲ + R2
- Metal Uppercut:
↓, →, ● + R2
- Double Missile:
←, →, ■ + R2

- Homing Missile:
↓, ←, ✕ + R2

X-RAY ATTACKS

(Richiede l'intera barra della Super)

- Massive Missile: L2 + R2

FINISHING MOVES

- Robo-Sek:
→, ↓, ←, →, ✕
- The Scarecrow:
↓, ↓, →, ←, ■
- Stage Fatality:
↓, →, ↓, R2
- Babality: ←, ↓, ↓, ↓, ●



QUAN CHI

(Al termine del capitolo 16 nella modalità Storia)

BASIC ATTACKS

- Back Hand: ← + ■
- Overhead Swipe: → + ■
- Uppercut: ↓ + ▲
- Side Chop: ← + ▲
- Low Hop Kick: ↑ + ✕
- Shin Kick: ← + ✕
- Hop Kick: → + ●
- Sweep: ← + ●

FAST TAG

- Sinister: ← + ▲, ■, L1
- Die-Abolical: ← + ✕, ■ + ▲, L1

KOMBO ATTACKS

- Afterlife: ■, ■, ▲

- Under Torment: ■, ■, ✕
- Conjurer's Crush: ← + ■, ■
- Corruption: → + ■, ▲, ▲, ■
- Spellbinder: ▲, ■, ▲
- Root Of Evil: ▲, ■, ●
- Enchantment: ▲, ■, ↑ + ✕
- Wounded Wrath: ← + ▲, ■
- Incantation: ← + ▲, ●
- Deterioration: ← + ✕, ✕
- Annihilation: ← + ✕, ▲ + ■

TAG KOMBOS

- Alternative Means: ■, ■, L1
- Kruel Intentions: → + ■, ▲, L1
- Bad Omen: ▲, ■, L1

SPECIAL ATTACKS

- Skeletal Boot: ↓, ←, ●
- Ground Burst:
 - Vicino: ↓, ←, ■
 - Medio: ↓, →, ■
 - Lontano: ↓, ←, →, ■
- Skull Ball: ↓, ←, ▲
- Sky Drop: ↓, ←, ✕ (anche in aria)
- Trance: ←, →, ✕

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Skeletal Buff: ↓, ←, ● + R2

- Ground Blast
 - Vicino: ↓, ←, ■ + R2
 - Medio: ↓, →, ■ + R2
 - Lontano: ↓, ←, →, ■

+ R2

- Skull Chomp: ↓, ←, ▲ + R2
- Sky Stomp: ↓, ←, ✕ + R2 (anche in aria)
- Mesmerize: ←, →, ✕ + R2

X-RAY ATTACKS

(Richiede l'intera barra della Super)

- Amulet Assault: L2 + R2

FINISHING MOVES

- Beat Down: →, →, ↓, ↓, ■
- On Your Knees: ↓, →, ↓, →, ●
- Stage Fatality: ←, →, ▲





SINDEL



BASIC ATTACKS

- Hand Sweep: ← + ■
- Face Chop: → + ■
- Rising Fist: ← + ▲
- Front Kick: → + ✕
- Hand Plant Heel: ← + ✕
- Split Kick: ↑ + ●
- Arise: ↑ + ✕
- Uppercut: ↓ + ▲
- Sweep: ← + ●

FAST TAG

- Royal Flush:
■, ■, ← + ▲, L1
- Regal Ruin: ← + ■, ▲, L1
- Cataclysm: ← + ▲, L1
- Graceful Dead:
← + ✕, → + ▲, L1

TAG KOMBOS

- Bow To Me: ■, ■, L1
- Worthless: → + ■, ▲, L1
- Majestic Mash: ▲, ■, L1
- Queen's Sorrow: ✕, ■, L1
- That Was Fun!: ●, ●, L1

KOMBO ATTACKS

- Undead Bride: ■, ■, ■
- Royal Pain:
■, ■, ← + ▲, ●

- Rebirth: ← + ■, ▲
- Confronted: → + ■, ▲, ●
- Anguish: ▲, ■, ▲
- Sadness: ▲, ■, ← + ✕
- Queen's Anger: ✕, ■, ■
- Unforgettable:
← + ✕, → + ▲
- Child's Play: ●, ●, ↑ + ✕
- Conqueror: ← + ▲, ●

SPECIAL ATTACKS

- Fireball:
↓, →, ■ (anche in aria)
- Low Fireball: ↓, →, ✕
(anche in aria)
- Yell: ↓, ←, ▲
- Hover: ↓, ↓, ↑
(Tasto parata per scendere)
- Hair Whip: ↓, →, ▲
- Step ↑: ↓, →, ●

ENHANCED ATTACKS

- (Richiede 1 barra di Super)
- Power Fireball:
↓, →, ■ + R2
- Low Fire: ↓, →, ✕ + R2

- Scream: ↓, ←, ▲ + R2
- Power Hover:
↓, ↓, ↑ + R2
- Hair Toss: ↓, →, ▲ + R2
- Step Over: ↓, →, ● + R2

X-RAY ATTACKS

- (Richiede l'intera barra della Super)
- Queen B: L2 + R2

FINISHING MOVES

- Migraine: ←, →, ↓, →, ■
- Mouthful: ←, →, ↑, ▲
- Stage Fatality:
↓, ↓, ↓, ■
- Babality: ↓, ↓, ↓, ↑



SCORPION

BASIC ATTACKS

- Uppercut: ↓ + ▲
- Blade Overhead: ← + ▲ (tieni premuto)
- Down Slice: → + ▲
- Heel Kick: ← + ✕
- Shin Blast: → + ●
- Sweep: ← + ●

FAST TAG

- Underworld: ▲, ■ + ▲, L1
- Soulless: ← + ▲, L1

TAG KOMBOS

- Eternal Vengeance: ■, ■, L1
- Punishment: ▲, ■, L1
- Affliction: → + ▲, ■, L1
- Revenge: ✕, ✕, L1

KOMBO ATTACKS

- Torment: ■, ■, ■
- Damnation: ■, ■, ●
- Brimstone: ▲, ■, ▲
- Grave Digger: ▲, ■ + ▲
- Doom Blade: → + ▲, ■, ●
- Dead End: ✕, ✕, ●
- Grievance: → + ●, ✕

SPECIAL ATTACKS

- Spear: ←, ←, ■
- Demon Fire: ↓, ←, ▲
- Teleport: ↓, ←, ✕
- Takedown: ↓, ←, ●
- Air Throw: R2 (Anche in aria)

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Flame Spear: ←, ←, ■ + R2
- Hell Fire: ↓, ←, ▲ + R2
- Flameport: ↓, ←, ✕ + R2
- Takeout: ↓, ←, ● + R2

X-RAY ATTACKS

(Richiede l'intera barra della Super)

- Scorpion Sting: L2 + R2

FINISHING MOVES

- Split Decision: →, ↓, →, ▲ (vicino all'avversario)
- Nether-Gate: ←, →, ←, ✕ (A portata di calcio)
- Stage fatality: →, ↑, ↑, ■
- Babality: ↓, ←, →, ↓, ▲
- Klassic Fatality: ↓, ↑, ↑, ▲ (Salto)





SMOKE



BASIC ATTACKS

- Jaw Chop: ← + ■
- Hook Kick: ← + ✕
- Spin Kicks: → + ●
- Uppercut: ↓ + ▲
- Sweep: ← + ●

FAST TAG

- Ashes to Ashes:
✕, ↓ + ■, ▲, L1
- Dust to Dust: ✕, ▲, L1

TAG KOMBOS

- Incinerate: ■, ■, L1
- Immolation: ▲, ■, L1
- Ignite: ✕, ↓ + ■, L1

KOMBO ATTACKS

- Ablaze: ■, ■, ▲
- Smoldering: ■, ✕
- Red-Hot: ← + ■, ●
- Rekindle: ▲, ■, ●
- Combustion: ✕, ↓ + ■, ▲



- Smokin: ← + ▲, ✕
- On fire: ✕, ▲

SPECIAL ATTACKS

- Shake: ←, →, ■
- Smoke Cloud: ↓, ←, ▲
- Air Throw: R1 (in aria)
- Teleport: ↓, ←, ●
(anche in aria)
- Invisibility: ↓, ↑, ✕
- Smoke Away: →, ←, ✕
- Smoke Towards:
←, →, ✕

ENHANCED ATTACKS

- (Richiede 1 barra di Super)
- Vibration: ←, →, ■ + R2
 - Smoke Bomb:
↓, ←, ▲ + R2
 - Smokeport:
↓, ←, ● + R2
(anche in aria)
 - Vanish: ↓, ↑, ✕ + R2
 - Phase Away:
→, ←, ✕ + R2
 - Phase Towards:
←, →, ✕ + R2

X-RAY ATTACKS

(Richiede l'intera barra della Super)

- Burn Out: L2 + R2

FINISHING MOVES

- Smoked Out:
←, →, ←, →, ■
- Tremor: ←, ←, ↓, →, ▲
- Stage Fatality:
→, ↑, ↑, ■
- Babality: ↓, ←, ↓, →, ↓



SHANG TSUNG

BASIC ATTACKS

- Elbow Poke: $\leftarrow + \blacksquare$
- Forearm Strike: $\leftarrow + \blacktriangle$
- Elbow Blast: $\rightarrow + \blacktriangle$
- Shin Attack: $\rightarrow + \times$
- Quick Knee: $\rightarrow + \bullet$
- Uppercut: $\downarrow + \blacktriangle$
- Sweep: $\leftarrow + \bullet$

FAST TAG

- Side by Side:
 $\leftarrow + \blacksquare, \blacktriangle, \blacksquare, L1$
- Ruthless: $\blacktriangle, \blacktriangle, \blacksquare, L1$

TAG KOMBOS

- Soul Stealer: $\blacksquare, \blacktriangle, L1$

- Burning Evil:
 $\leftarrow + \blacksquare, \blacktriangle, L1$
- B-Trade: $\blacktriangle, \blacktriangle, L1$
- Two of a Kind:
 $\rightarrow + \bullet, \times, L1$

KOMBO ATTACKS

- Bad Omen: $\blacksquare, \blacktriangle, \blacksquare$
- Soul Stain: $\blacksquare, \blacktriangle, \blacktriangle$
- Soul Torment: \blacksquare, \times
- Reserved Pain:
 $\leftarrow + \blacksquare, \blacktriangle, \blacksquare, \bullet$
- Death Walker: $\blacktriangle, \blacktriangle, \blacksquare$
- Restored Youth:
 $\blacktriangle, \blacktriangle, \leftarrow + \bullet$
- Play Time: $\rightarrow + \times, \bullet$
- Deadly Truth:
 $\rightarrow + \bullet, \times, \bullet$

SPECIAL ATTACKS

- Fire Skull: $\leftarrow, \leftarrow, \blacksquare$
- Up Skull:
Dall'alto: $\downarrow, \uparrow, \blacktriangle$
Alle spalle: $\downarrow, \rightarrow, \blacktriangle$
Di fronte: $\downarrow, \leftarrow, \blacktriangle$
- Ground Skull:
Vicino: $\downarrow, \uparrow, \bullet$
Medio: $\downarrow, \leftarrow, \bullet$
Lontano: $\downarrow, \rightarrow, \bullet$
- Soul Steal: $\rightarrow, \downarrow, \leftarrow, \times$

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Triple Skulls:
 $\leftarrow, \leftarrow, \blacksquare + R2$
- Skull Storm:
Dall'alto: $\downarrow, \uparrow, \blacktriangle + R2$
Alle spalle: $\downarrow, \rightarrow, \blacktriangle + R2$
Di fronte: $\downarrow, \leftarrow, \blacktriangle + R2$
- Ground Eruption:
Vicino: $\downarrow, \uparrow, \bullet + R2$
Medio: $\downarrow, \leftarrow, \bullet + R2$
Lontano: $\downarrow, \rightarrow, \bullet + R2$
- Soul Capture:
 $\rightarrow, \downarrow, \leftarrow, \times + R2$

X-RAY ATTACKS

(Richiede l'intera barra della Super)

- Your Soul is Mine:
L2 + R2

FINISHING MOVES

- Bang Bang!
 $\leftarrow, \downarrow, \rightarrow, \times$
- Identity Theft:
 $\downarrow, \downarrow, \leftarrow, \downarrow, \blacktriangle$
- Stage Fatality:
 $\uparrow, \uparrow, \leftarrow, \blacktriangle$
- Babality:
 $\downarrow, \leftarrow, \downarrow, \times$



SHEEVA

BASIC ATTACKS

- Big Swing: $\leftarrow + \blacksquare$
- Step Palms: $\rightarrow + \blacktriangle$
- Low Swipe: $\leftarrow + \blacktriangle$
- Knee Kick: $\rightarrow + \times$
- Swinging Leg: $\rightarrow + \bullet$
- Uppercut: $\downarrow + \blacktriangle$
- Sweep: $\leftarrow + \bullet$

FAST TAG

- Perfect Match:
 $\blacksquare, \blacktriangle, \leftarrow + \blacksquare, L1$
- Better Than:
 $\blacktriangle, \blacksquare, \blacktriangle, \rightarrow + \blacksquare, L1$

TAG KOMBOS

- Helping Hands: $\blacksquare, \blacktriangle, L1$
- Protector: $\blacksquare, \leftarrow + \blacktriangle, L1$
- Distrustful: $\leftarrow + \blacksquare, \blacktriangle, L1$
- Destruction: $\blacktriangle, \blacksquare, \blacktriangle, L1$

KOMBO ATTACKS

- Shokan Fury:
 $\blacksquare, \blacktriangle, \leftarrow + \blacksquare$
- Blood Lust:
 $\blacksquare, \leftarrow + \blacktriangle, \rightarrow + \blacksquare$
- Darkness:
 $\leftarrow + \blacksquare, \blacktriangle, \blacktriangle + \blacksquare$
- Four-Way:
 $\blacktriangle, \blacksquare, \blacktriangle, \rightarrow + \blacksquare$



- Sheeva Rush:
 $\blacktriangle, \blacksquare, \blacktriangle, \leftarrow + \blacksquare$
- Quad Toss:
 $\leftarrow + \blacktriangle, \blacktriangle + \blacksquare$
- Demolish: $\rightarrow + \blacktriangle, \leftarrow + \blacksquare$
- Turmoil: \times, \times
- Rehabilitated: $\rightarrow + \times, \blacktriangle$

SPECIAL ATTACKS

- Fireball: $\downarrow, \rightarrow, \blacktriangle$
- Jump Stomp: \downarrow, \uparrow
- Ground Pound: $\downarrow, \leftarrow, \bullet$
- Grab N Punch: $\leftarrow, \rightarrow, \times$
- Anti-Air Grab: $\downarrow, \rightarrow, \blacksquare$
- Low Grab: $\downarrow, \leftarrow, \times$

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Fire Blast:
 $\downarrow, \rightarrow, \blacktriangle + R2$
- Jump Crush:
 $\downarrow, \uparrow + R2$
- Ground Smash:
 $\downarrow, \leftarrow, \bullet + R2$
- Untamed Fury:
 $\leftarrow, \rightarrow, \times + R2$
- Power Anti-Air:
 $\downarrow, \rightarrow, \blacksquare + R2$
- Anti-Duck Throw:
 $\downarrow, \leftarrow, \times + R2$

X-RAY ATTACKS

(Richiede l'intera barra della Super)

- Slam Dance: $L2 + R2$

FINISHING MOVES

- Stripped Down:
 $\rightarrow, \downarrow, \downarrow, \rightarrow, \blacksquare$
- Lend a Hand:
 $\rightarrow, \leftarrow, \rightarrow, \leftarrow, \bullet$
- Stage Fatality:
 $\downarrow, \downarrow, \downarrow, \downarrow, \blacksquare$
- Babality: $\downarrow, \downarrow, \downarrow, \leftarrow, \bullet$





SONYA



BASIC ATTACKS

- Backfist: $\rightarrow + \blacktriangle$
- Hookshot: $\leftarrow + \blacktriangle$
- Spin Kick: $\leftarrow + \times$
- Sweep: $\rightarrow + \blacktriangle$
- Uppercut: $\downarrow + \blacktriangle$
- Military Stance: $\downarrow, \leftarrow + \blacktriangle$
 - Double Kick: \bullet
 - Power Knee: \times
 - Shoulder: \blacksquare
 - Knockdown: \blacktriangle
 - Tackle: $\blacksquare + \times, \blacktriangle + \blacksquare$
 - Dash Punches: $\rightarrow + \blacksquare$
 - Lift Off: $\leftarrow + \blacktriangle$
 - Hit the Deck: $\leftarrow + \bullet$

FAST TAG

- Switch Off: $\leftarrow + \blacktriangle, L1$
- Fatal Kiss: $\downarrow, \leftarrow, \blacksquare, L1$
- Windmill: $\downarrow, \rightarrow, \times, L1$

Surprise:

$\leftarrow + \blacktriangle, \blacksquare, \rightarrow + \blacktriangle, L1$

TAG KOMBOS

- Lick My Boots: $\blacksquare, \blacksquare, L1$
- Special Forced: $\blacktriangle, \blacksquare, L1$
- Tough Love: $\rightarrow + \blacktriangle, \blacktriangle, L1$
- Honorable Discharge: $\times, \blacksquare, L1$

KOMBO ATTACKS

- Advance Force: $\blacksquare, \blacksquare, \blacktriangle$
- Fierce Assault: $\blacksquare, \blacksquare, \times$
- Drop Zone: $\blacktriangle, \blacksquare, \leftarrow + \times$
- Ground Control: $\blacktriangle, \blacksquare, \leftarrow + \bullet$
- Power Rush: $\rightarrow + \blacktriangle, \leftarrow + \blacktriangle, \bullet$
- Mess Hall: $\leftarrow + \blacktriangle, \blacksquare, \rightarrow + \blacktriangle$
- Play Time: $\times, \blacksquare, \blacktriangle$
- Beat Up: $\times, \blacksquare, \bullet$
- Pull Out: \bullet, \bullet

SPECIAL ATTACKS

- Energy Ring Blast: $\leftarrow, \rightarrow, \blacktriangle$
- Leg Grab: $\leftarrow, \rightarrow, \bullet$
- Kiss: $\downarrow, \leftarrow, \blacksquare$
- Arc Kick: $\downarrow, \leftarrow, \bullet$
- Kartwheel: $\downarrow, \rightarrow, \times$

Air Drop:

$\downarrow + \bullet$ (in aria)

Air Throw: R1

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Rings of Justice: $\leftarrow, \rightarrow, \blacktriangle + R2$
- Crazy Legs: $\leftarrow, \rightarrow, \bullet + R2$
- Deadly Kiss: $\downarrow, \leftarrow, \blacksquare + R2$
- Arc Wave: $\downarrow, \leftarrow, \bullet + R2$
- Kartwheel Bash: $\downarrow, \rightarrow, \times + R2$
- Air Strikes: $\downarrow + \bullet + R2$

X-RAY ATTACKS

(Richiede l'intera barra della Super)

- SF Beat Up: $L2 + R2$

FINISHING MOVES

- Scissor Split: $\downarrow, \downarrow, \leftarrow, \rightarrow, \blacksquare$
- Kut-Throat: $\downarrow, \leftarrow, \rightarrow, \leftarrow, \bullet$
- Stage Fatality: $\leftarrow, \rightarrow, \downarrow, \blacktriangle$
- Babality: $\downarrow, \downarrow, \rightarrow, \times$



STRYKER

BASIC ATTACKS

- Cross Hook: $\leftarrow + \blacksquare$
- Baton Twirl: $\leftarrow + \blacktriangle$
- Uppercut: $\downarrow + \blacktriangle$
- Sweep: $\leftarrow + \bullet$

FAST TAG

- Serve and Protect:
 $\leftarrow + \blacksquare, \blacktriangle, \blacktriangle, L1$
- Remain Silent:
 $\leftarrow + \blacktriangle, \rightarrow + \blacktriangle, L1$
- Affirmative:
 $\leftarrow + \times, \blacktriangle, L1$

TAG KOMBOS

- We Aim to Please:
 $\blacksquare, \blacksquare, L1$
- Officer Friendly:
 $\leftarrow + \blacksquare, \blacktriangle, L1$
- Don't Move!:
 $\blacktriangle, \times, L1$
- Assault and Battery:
 $\leftarrow + \blacktriangle, L1$



KOMBO ATTACKS

- Cop Out: $\blacksquare, \blacktriangle$
- Dispatched: $\blacksquare, \blacksquare, \bullet$
- Beat \downarrow : $\leftarrow + \blacksquare, \blacktriangle, \blacktriangle$
- Pain Patrol: $\blacktriangle, \times, \blacktriangle$
- The Heat: $\leftarrow + \blacktriangle, \blacksquare$
- Aggravated Assault:
 $\leftarrow + \blacktriangle, \rightarrow + \blacktriangle$
- Spread 'Em:
 $\leftarrow + \blacksquare, \leftarrow + \bullet$
- Come with Me:
 $\leftarrow + \times, \blacktriangle$

SPECIAL ATTACKS

- Baton Sweep: $\downarrow, \leftarrow, \bullet$
- High Grenade Toss:
 $\downarrow, \leftarrow, \blacktriangle$
- Low Grenade Toss:
 $\downarrow, \leftarrow, \blacksquare$
- Gun Shot: $\leftarrow, \rightarrow, \blacksquare$
- Roll Toss: $\leftarrow, \rightarrow, \bullet$

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Baton Bash:
 $\downarrow, \leftarrow, \bullet + R2$
- Double Grenade Toss High:
 $\downarrow, \leftarrow, \blacktriangle + R2$
- Double Grenade Toss Low:
 $\downarrow, \leftarrow, \blacksquare + R2$
- Bang Bang: $\leftarrow, \rightarrow, \blacksquare + R2$
- Roll Out:
 $\leftarrow, \rightarrow, \bullet + R2$

X-RAY ATTACKS

(Richiede l'intera barra della Super)

- Busted: $L2 + R2$

FINISHING MOVES

- Time Served:
 $\rightarrow, \downarrow, \rightarrow, \times$
- Have a Blast:
 $\downarrow, \rightarrow, \downarrow, \rightarrow, R2$
- Stage Fatality:
 $\rightarrow, \uparrow, \uparrow, \bullet$
- Babality: $\downarrow, \rightarrow, \downarrow, \leftarrow, \blacktriangle$





SUB-ZERO



BASIC ATTACKS

- Upercut: ↓ + ▲
- Force Claws: ← + ▲
(tieni premuto)
- Big Leg: → + ▲
- Sweep: ← + ●

FAST TAG

- Absolute Zero: ▲, ■, L1

TAG KOMBOS

- Freezer Burn: ■, ✕, L1
- Arctic Assault: ← + ■, ▲, L1
- Ability to Freeze: ▲, ▲, L1

KOMBO ATTACKS

- Frosty: ■, ■, ■
- Cold Feet: ■, ✕, → + ●
- Artic Blast: ■, ✕, ← + ●
- Ice Pick: ← + ■, ▲, ■
- Ice Cold: ← + ■, ▲, ●
- Frost Bitten: ▲, ■, ▲
- Ices ↑: ▲, ■, ●
- Tundra Shoo: ✕ + ●, ■ + ▲
- Tundra Slice: → + ●, ■ + ▲
- Winter Blade: ▲, ▲, ▲
- Cold Steel: ▲, ▲, ●
- Chill Out: ✕, → + ●

SPECIAL ATTACKS

- Iceball: ↓, →, ✕
- Slide: ←, →, ●
- Ice Puddle: ↓, ←, ✕
- Ice Clone: ↓, ←, ■

ENHANCED ATTACKS

(Richiede 1 barra di Super)

- Ice Beam: ↓, →, ✕ + R2
- Power Slide: ←, →, ● + R2
- Ice Statue: ↓, ←, ■ + R2
- Ground Freeze: ↓, ←, ✕ + R2

X-RAY ATTACKS

(Richiede l'intera barra della Super)

- Deep Freeze: L2 + R2

FINISHING MOVES

- Have an Ice Day: ←, →, ↓, →, ●
- Spinal Smash: ↓, ←, ↓, →, ▲
(a portata di calcio)
- Stage fatality: →, ↓, →, →, ▲
- Babality: ↓, ←, ↓, ●
- Klassic Fatality: →, ↓, →, ▲ (Vicino)



CYBER SUB-ZERO

(Sbloccato dopo averlo sconfitto nella modalità Storia)

BASIC ATTACKS

- Uppercut: ↓ + ▲
- Straight Slab: ← + ■
- Backfist: → + ■
- Chest Swipe: ← + ▲
- Head Chop: → + ▲
- Spinning Low Kick: ← + ✕
- Back Spin Kick: → + ●
- Splits Attack: ↑ + ●
- Sweep: ← + ●

FAST TAG

- Dual Core: ✕, ●, L1
- Meltdown: ← + ✕, ■, L1

TAG KOMBOS

- Dry Ice: ■, ■, L1
- Glacier: ▲, ■, L1
- Ice Over: → + ▲, ▲, L1

KOMBO ATTACKS

- Cyborg Assault: ■, ■, ■
- Automation: ■, ■, ▲
- Drive Power: ■, ■, → + ●
- Freezing Pain: → + ■, ●
- Cyro Bash: → + ▲, ▲, ■
- Frost: ← + ■, ▲

- Wildcard: ← + ▲, ▲
- Upload: ← + ▲, ●
- Nano Smash: ▲, ■, ■ + ▲
- System Error: ✕, ✕, ▲
- Reboot: ✕, ●
- Blizzard: ← + ✕, ▲, ■

SPECIAL ATTACKS

- Ice Ball: ↓, →, ■
- Ice Bomb:
 - Vicino: ←, ←, ✕
 - Medio: →, →, ✕
 - Lontano: ←, ←, →, ✕
- Slide: ←, →, ●
- Teleport: ↓, ←, ■
- Ice Parry: ↓, ←, ▲
- Divekick (Vicino): ↓ + ✕
- Divekick (Lontano): ↓ + ●

ENHANCED ATTACKS

- (Richiede 1 barra di Super)
- Ice Beam: ↓, →, ■ + R2
 - Cyro Bomb:
 - Vicino: ←, ←, ✕ + R2
 - Medio: →, →, ✕ + R2
 - Lontano: ←, ←, →, ✕ + R2
 - Cyber-Slide: ←, →, ● + R2
 - Frozen Parry:
 - ↓, ←, ▲ + R2

- Bangport: ↓, ←, ■ + R2
- Powerkick (Vicino):
 - ↓ + ✕ + R2
- Powerkick (Lontano):
 - ↓ + ● + R2

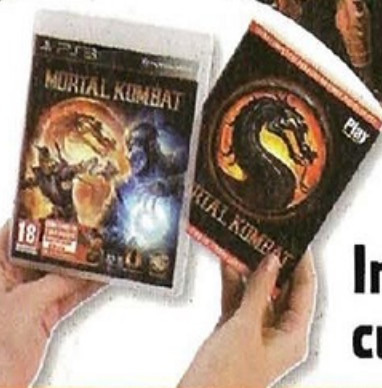
X-RAY ATTACKS

- (Richiede l'intera barra della Super)
- Cool Down: L2 + R2

FINISHING MOVES

- Kold Fusion:
 - ↓, ←, ↓, →, ▲
- Brain Freeze:
 - ↓, ↓, ←, ↓, ■
- Stage Fatality:
 - ↓, ↓, ↑, R2
- Babality: ↓, ←, →, R2





**Inseriscila nella
custodia del gioco!**


**EDIZIONI
MASTER**
axel springer 